

ABSTRACT

A video game program enables smooth movement of a character while simplifying an operation. The video game program causes a computer to: always detect an angle  $\theta$  formed by a line of sight of a camera and a direction of a player character. If a player operates a direction key, the computer corrects an input direction received by the operated direction key with the angle  $\theta$  and generates the corrected direction, as a progress direction of the player character. The computer further stores this generated progress direction in a storage area and moves the player character in the direction. If operation of a key part of an identical direction is continued in the direction key, the computer moves the player character in the stored progress direction regardless of whether the line of sight moves. Therefore, the player character continues to move in the identical direction in the three-dimensional space even if a camera angle changes.